

Read the General Rules in the manuals and on [www.soinc.org](http://www.soinc.org) as they apply to every event.

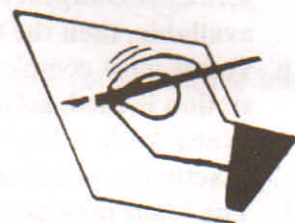
1. **DESCRIPTION:** One student will write a description of an object and how to build it, and then the other student will attempt to construct the object from this description.

**A TEAM OF: 2**

**APPROXIMATE TIME:** 55 Minutes

2. **THE COMPETITION:**

- a. A student is shown an object (which may be abstract **and is the same for all teams**) built from, but not limited to, such items as science materials, inexpensive materials (e.g., straws, push pins, Styrofoam balls, paper cups, Popsicle sticks, etc.) or commercial sets (e.g., Googplex, K'nex, Tinker Toys, Lego, Lincoln Logs, etc.).
- b. The student has twenty-five (25) minutes to write a description of the object and how to build it. There will be no advantage to finishing early. Only numerals, words and single letters may be used. Symbols, drawings and diagrams are not allowed, with the exception of common punctuation and editing symbols. Printable punctuation marks/editing symbols that can be produced on a PC standard 101 key keyboard by pressing a single key or a single key in combination with the shift key may be used. These must be used in their normal context and not as symbols to form a key/code. All abbreviations (not symbols) must be defined either at the beginning or when the abbreviation is first used. No prepared abbreviations on labels will be permitted.
- c. The supervisor of the event will pass the description to the remaining team member who will take the description and attempt to recreate (build) the original object in twenty (20) minutes.
- d. Supervisors will attempt to use different materials than the materials that were used last year.



3. **SCORING:**

- a. The team that builds the object nearest to the original and has properly written instructions is declared the winner.
- b. Points will be given for each piece of material placed in the proper connection and location compared to the model.
- c. Pieces that are connected correctly beyond the incorrect connection will be counted in the score. No penalty will be assessed for parts that were not used.
- d. **Scoring Violations: Use of diagrams or drawings will result in disqualification. A one percent (1%) penalty will be assessed for each minor infraction (e.g., unlabeled abbreviations or improper use of editing symbols or codes).** Scoring Example: If a team has seven infractions and the total possible score is 50, then the team score would be  $46.5 = 50 - [7(50 \times .01)]$ .
- e. Time for the construction phase will be used as a tiebreaker.

**Resources:** All reference and training resources are available on the Official Science Olympiad Store and Website at <http://www.soinc.org>.

**National Science Education Standard: Content Standard G:** Science as a human endeavor "Some scientists work in teams and some work alone, but all communicate extensively with others." Please see the Website at <http://www.soinc.org> for references to all other event content standards from the **National Science Education Standards**.